

COMING SOON

# ESPN II

 BASKETBALL



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2K4  
SEGA



LIVE ONLINE ENABLED

# ESPN II

NHL<sup>®</sup> HOCKEY



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**WARNING: READ BEFORE USING YOUR XBOX™ VIDEO GAME ENTERTAINMENT SYSTEM.**

**About Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms-children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information**

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

**Avoid Damage to Your Television**

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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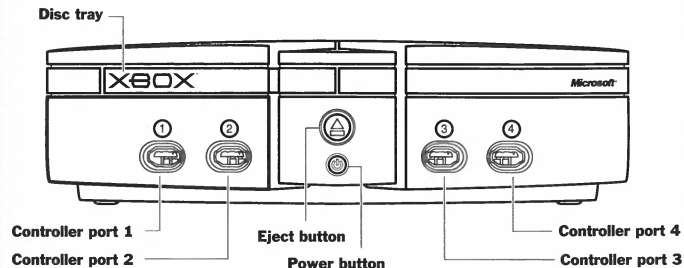
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**Note: Visit <http://www.espnvideogames.com/nhl/> for an enhanced ESPN NHL Hockey manual detailing all the features available this year.**

## Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the ESPN NHL® Hockey disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing ESPN NHL® Hockey.



### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play ESPN NHL® Hockey.





ESPN NHL Hockey is more than just the game of hockey. It is taking on anyone, anytime, anywhere. It is feeling the impact of a precision hit and splitting the D with a skilled skater. It is the battle for the puck and the glory of burying it in the back of the net. It is achieving milestones and setting the standard for others to follow. It is everything you'd want in a hockey game and nothing you'd expect. ESPN NHL Hockey - true to the NHL.

Just a few of this year's new features:

- **Groundbreaking Graphics Engine** – Pushing the hardware to new limits, player models and faces, environmental effects, arenas, cut-scenes, uniforms and more are meticulously detailed - raising realism to a new level.
- **Top-Notch Commentary** – A superstar booth features the best in the business, as ESPN's Gary Thorne and Bill Clement deliver smart play-by-play and color commentary with convincing situational analysis and true ESPN flavor.
- **The Skybox** – Admire as you acquire; unlock in-game features and customize your skybox with items that are earned by surpassing current NHL records and achieving other in-game milestones.
- **Got Skills?** – Put your skills to the test against the NHL's best as you compete for the title in all of the NHL's All-Star skills challenges.
- **Mini-Games Galore** – Plenty of extras to keep you busy outside of the traditional game including "Mini-Rink," a fast-paced 2 on 2 intense hockey experience, Pond Hockey, and enhanced skills events.
- **Know Your History** – Honoring the tradition and heritage of the NHL, playable historic teams and vintage jerseys let you indulge in some the most legendary eras in the sport of hockey.
- **Online Play** – Hook it up and experience epic battles online with seamless gameplay for the Xbox™ video game system from Microsoft® with downloadable rosters, voice chat and more!

## MENU CONTROLS

<b>left thumbstick</b>	.....	.Move highlight and <b>directional pad</b>
<b>left thumbstick button</b>	...	.Sorts player in roster
<b>right thumbstick button</b>	..	.View Player Card
<b>left trigger</b>	.....	.Cycle back through options
<b>right trigger</b>	.....	.Cycle forward through options
<b>A</b>	.....	.Select / Advance / Cycle forward through options
<b>B</b>	.....	.Return to previous screen
<b>X</b>	.....	.View / Dismiss Help Overlay
<b>Y</b>	.....	.Randomize teams / Cycle backward through options
<b>Black</b>	.....	.Cycle forward through options
<b>White</b>	.....	.Cycle backward through options
<b>START</b>	.....	.Advance
<b>BACK</b>	.....	.Return to previous screen

## CLASSIC CONTROLS

### OFFENSE

#### Faceoff (Classic, Intermediate, and Advanced)

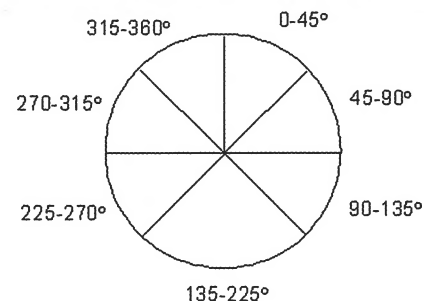
<b>left thumbstick</b>	..... Aim pass
<b>A</b>	..... Draw puck / Pass
<b>B</b>	..... Control skater facing-off
<b>X</b>	..... Switch user-controlled skater
<b>START</b>	..... Pause game

#### Offense with puck

<b>left thumbstick</b>	..... Move skater
<b>right thumbstick</b>	..... Total Control Dukes (see below)
<b>directional pad</b>	..... UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
<b>+ right trigger</b>	..... LEFT: Decrease aggression level, RIGHT: Increase aggression level
<b>left trigger</b>	..... Protect puck
<b>right trigger</b>	..... Speed burst
<b>A</b>	..... Pass / Press and hold for a flip pass
<b>B</b>	..... Speed burst
<b>X</b>	..... Snap shot / Press and hold for a slap shot
<b>Y</b>	..... Dump
<b>+ left thumbstick</b>	..... Hold to deke / Release to shoot
<b>White</b>	..... Sidestep
<b>Black</b>	..... Sidestep
<b>START</b>	..... Pause game

### Coach's Tip – Total Control Dukes

This new feature allows you to perform 7 special moves with the right thumbstick. The chart below shows the move performed by moving the right thumbstick in a given direction.



0-45° = Short deke right

45-90° = Long deke right (for skaters with high puck-handling rating)

90-135° = Side-step right (does not let go of the puck)

135-225° = Full stop (does not let go of the puck)

225-270° = Side-step left (does not let go of the puck)

270-315° = Long deke left (for skaters with high puck-handling rating)

315-359° = Short deke left



### Coach's Tip – One Timer

A one-timer is when an offensive skater catches and shoots the puck in one quick motion. The speed of the one-timer can deny the goalie enough time to react, making it easier to score a goal. To perform a one-timer when passing to a computer-controlled skater, press the A button to pass and immediately press the X button, before the other skater receives the puck. During multiplayer games, to perform a one-timer when another skater passes you the puck, press the X button before the puck reaches you.



### Offense without puck

- left thumbstick** ..... Move skater
- + right thumbstick** ..... Skate backwards  
(hold any direction)
- directional pad** ..... Change lines / strategies
- + right trigger** ..... Change aggression
- left trigger** ..... Grab puck from the air
- right trigger** ..... Speed burst
- A** ..... Change skaters / Hold down to  
select goalie
- B** ..... Check / Hold for a speed burst
- X** ..... One-Timer / Hook
- Y** ..... Deflection
- Black** ..... Sidestep
- White** ..... Sidestep

### Board Pinned (Classic, Intermediate, and Advanced)

- left thumbstick** ..... Move skater
- A** ..... Change skaters
- B** ..... Elbow
- X** ..... Kick puck

### Penalty Shot

- left thumbstick** ..... Move skater
- left trigger** ..... Sidestep
- right trigger** ..... Speed burst
- B** ..... Speed burst
- X** ..... Shoot
- Y** ..... Hold to deke / Release to shoot

## Defense

<b>left thumbstick</b>	.....Move skater
<b>+ right thumbstick</b>	.....Skate backwards (hold any direction)
<b>directional pad</b>	.....UP: Switch forward lines, DOWN: Switch defensive lines, LEFT or RIGHT: Change strategies
<b>+ right trigger</b>	.....LEFT: Decrease aggression level, RIGHT: Increase aggression level
<b>left trigger</b>	.....Grab puck from the air
<b>right trigger</b>	.....Speed burst
<b>A</b>	.....Change skaters
<b>B</b>	.....Check / Hold for a speed burst
<b>X</b>	.....Poke check / Hook (depending on situation)
<b>Y</b>	.....Block / Dive (depending on situation)
<b>Black</b>	.....Sidestep
<b>White</b>	.....Sidestep
<b>START</b>	.....Pause game

## Goalie Without Puck (Classic and Intermediate)

<b>left thumbstick</b>	.....Move goalie
<b>directional pad</b>	.....Change lines / strategies
<b>+ right trigger</b>	.....Change aggression
<b>left trigger</b>	.....Best stance
<b>right trigger</b>	.....Position goalie
<b>A</b>	.....Change skaters
<b>B</b>	.....Slash / Press and hold for check
<b>X</b>	.....Poke check / Dive
<b>Y</b>	.....Save / Best stance

## Goalie With Puck (Classic, Intermediate, and Advanced)

<b>left thumbstick</b>	.....Move goalie
<b>A</b>	.....Pass
<b>B</b>	.....Leave puck
<b>X</b>	.....Clear
<b>Y</b>	.....Cover

## Goalie Holding Puck (Classic, Intermediate, and Advanced)

<b>left thumbstick</b>	.....Move goalie
<b>A</b>	.....Drop puck and pass
<b>B</b>	.....Drop puck
<b>X</b>	.....Drop clear
<b>Y</b>	.....Cover

## Board Pin (Classic, Intermediate, and Advanced)

<b>left thumbstick</b>	.....Move skater
<b>A</b>	.....Change skaters
<b>B</b>	.....Check
<b>X</b>	.....Push
<b>Y</b>	.....Cancel pin

## FIGHTING (Classic, Intermediate, and Advanced)

<b>A</b>	.....Duck / Avoid
<b>B</b>	.....Grab
<b>X</b>	.....Punch

## INTERMEDIATE CONTROLS

### OFFENSE

**Faceoff** (see Classic Controls)

#### Offense with puck

**left thumbstick** ..... Move skater

**left thumbstick button** ... Power charge  
(click and hold)

**right thumbstick** ..... Total Control Dekes (see  
description in Classic Controls)

**directional pad** ..... UP: Switch forward lines, DOWN:  
Switch defensive lines, LEFT or  
RIGHT: Change strategies

+ **right trigger** ..... LEFT: Decrease aggression level,  
RIGHT: Increase aggression level

**right trigger** ..... Speed burst

**A** ..... Pass

**B** ..... Protect puck

**X** ..... Snap shot / Press and hold for a  
slap shot

**Y** ..... Dump

+ **left trigger** ..... Hold to deke / Release to shoot

**START** ..... Pause game

#### Offense without puck

**left thumbstick** ..... Move skater

+ **right thumbstick** ..... Skate backwards  
(hold any direction)

**directional pad** ..... Change lines / strategies

+ **right trigger** ..... Change aggression

**right trigger** ..... Speed burst

**A** ..... Change skaters

+ **left trigger** ..... Change to last man back

**B** ..... Check

+ **left trigger** ..... Hook

**X** ..... One-timer / Deflection

**Y** ..... Poke check

+ **left trigger** ..... Poke dive

**Black** ..... Shot block / Knee drop

+ **left trigger** ..... Select goalie (w/ Goalie Control  
on MANUAL)

**White** ..... Grab puck from the air

**Board Pinned** (see Classic Controls)

#### Penalty Shot

**left thumbstick** ..... Move skater

**right trigger** ..... Speed burst

**B** ..... Protect puck

**X** ..... Shoot

**Y** ..... Dump

+ **left trigger** ..... Hold to deke / Release to shoot



## DEFENSE

- left thumbstick** ..... Move skater
- + right thumbstick** ..... Skate backwards  
(hold any direction)
- directional pad** ..... UP: Switch forward lines, DOWN:  
Switch defensive lines, LEFT or  
RIGHT: Change strategies
- + right trigger** ..... LEFT: Decrease aggression level,  
RIGHT: Increase aggression level
- right trigger** ..... Speed burst
- A** ..... Change skaters
- + left trigger** ..... Change to last man back
- B** ..... Check
- + left trigger** ..... Hook
- X** ..... Shoot loose puck
- Y** ..... Poke check
- + left trigger** ..... Poke dive
- Black** ..... Shot block / Knee drop
- + left trigger** ..... Select goalie (w/ Goalie Control  
on MANUAL)
- White** ..... Grab puck from the air

**Goalie Without Puck** (see Classic Controls)

**Goalie With Puck** (see Classic Controls)

**Goalie Holding Puck** (see Classic Controls)

**Board Pin** (see Classic Controls)

**FIGHTING** (see Classic Controls)

## OFFENSE

**Faceoff** (see Classic Controls)

### Offense with puck

- left thumbstick** ..... Move skater
- right thumbstick** ..... Total Control Deker
- directional pad** ..... UP: Switch forward lines, DOWN:  
Switch defensive lines, LEFT or  
RIGHT: Change strategies
- + right trigger** ..... LEFT: Decrease aggression level,  
RIGHT: Increase aggression level
- right trigger** ..... Speed burst
- A** ..... Pass
- + left trigger** ..... Flip pass
- B** ..... Protect puck
- + left trigger** ..... Hold to deke / Release to shoot
- X** ..... Wrist / Snap shot
- + left trigger** ..... Slap shot
- Y** ..... Dump
- START** ..... Pause game

## Offense without puck

- left thumbstick** ..... Move skater  
**+ right thumbstick** ..... Skate backwards  
(hold any direction)  
**directional pad** ..... Change lines / strategies  
**+ right trigger** ..... Change aggression  
**right trigger** ..... Speed burst  
**A** ..... Change skaters  
**+ left trigger** ..... Change to last man back  
**B** ..... Check  
**+ left trigger** ..... Hook  
**X** ..... One-timer / Deflection  
**Y** ..... Poke check  
**+ left trigger** ..... Poke dive  
**Black** ..... Shot block / Knee drop  
**+ left trigger** ..... Select goalie (w/ Goalie Control  
on MANUAL)  
**White** ..... Grab puck from the air

## Board Pinned (See Classic Controls)

### Penalty Shot

- left thumbstick** ..... Move skater  
**right trigger** ..... Speed burst  
**B** ..... Protect puck  
**+ left trigger** ..... Hold to deke / Release to shoot  
**X** ..... Wrist / Snap shot  
**+ left trigger** ..... Slap shot  
**Y** ..... Dump

## DEFENSE

- left thumbstick** ..... Move skater  
**+ right thumbstick** ..... Skate backwards  
(hold any direction)  
**directional pad** ..... UP: Switch forward lines, DOWN:  
Switch defensive lines, LEFT or  
RIGHT: Change strategies  
**+ right trigger** ..... LEFT: Decrease aggression level,  
RIGHT: Increase aggression level  
**right trigger** ..... Speed burst  
**A** ..... Change skaters  
**+ left trigger** ..... Change to last man back  
**B** ..... Check  
**+ left trigger** ..... Hook  
**X** ..... Shoot loose puck  
**Y** ..... Poke check  
**+ left trigger** ..... Poke dive  
**Black** ..... Shot block / Knee drop  
**+ left trigger** ..... Select goalie (w/ Goalie Control  
on MANUAL)  
**White** ..... Grab puck from the air

### **Goalie Without Puck**

- left thumbstick** ..... Move skater  
**right trigger** ..... Position goalie  
**A** ..... Change skaters  
+ **left trigger** ..... Stance down / Back sprawl  
**B** ..... Slash / Press and hold for check  
+ **left trigger** ..... Stance up  
**X** ..... Poke check  
+ **left trigger** ..... Dive poke  
**Y** ..... Save / Best stance  
+ **left trigger** ..... Stacked pads stance

**Goalie With Puck** (see Classic Controls)

**Goalie Holding Puck** (see Classic Controls)

**Board Pin** (see Classic Controls)

**Fighting** (see Classic Controls)

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# THE NHL ON ESPN

## 2003 TV SCHEDULE

Wednesday, October 8*	8:00pm	Mighty Ducks vs. Stars Devils vs. Bruins Wild vs. Blackhawks
Thursday, December 4	7:30pm	Red Wings vs. Blues
Thursday, December 11	9:00pm	Red Wings vs. Blackhawks
Thursday, December 18*	8:00pm	Islanders vs. Rangers or Sharks vs. Blues
Thursday, January 15	9:00pm	Stars vs. Avalanche
Thursday, January 22	7:30pm	Flyers vs. Rangers
Thursday, January 29	7:30pm	Islanders vs. Bruins
Thursday, February 5	8:00pm	Red Wings vs. Avalanche
Thursday, February 12*	7:30pm	Avalanche vs. Blues or Flyers vs. Rangers
Sunday, February 15	2:00pm	Kings vs. Devils
Thursday, February 19*	7:30pm	Bruins vs. Flyers or Sharks vs. Blackhawks
Sunday, February 22	4:00pm	Mighty Ducks vs. Stars
Thursday, February 26	8:00pm	Blues vs. Avalanche
Sunday, February 29*	4:00pm	Penguins vs. Islanders or Kings vs. Mighty Ducks
Thursday, March 4	7:30pm	Rangers vs. Bruins
Sunday, March 7	4:00pm	Sharks vs. Stars
Thursday, March 18*	7:30pm	Maple Leafs vs. Flyers or Wild vs. Bruins
Thursday, March 25	8:00pm	Red Wings vs. Avalanche
Sunday, March 28*	4:00pm	Blues vs. Blackhawks or Mighty Ducks vs. Wild
Sunday, April 4*	3:00pm	Blues vs. Wild or Blackhawks vs. Stars or Capitals vs. Penguins

*All times ET. All games are exclusive. Schedule is subject to change.*

*\*Regional telecast. Check local listings.*



**ESPN**

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### Limited Warranty

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

### Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site . . . . . <http://www.sega.com>
- e-mail . . . . . [support@sega.com](mailto:support@sega.com)
- telephone . . . . . 1-716-650-6703

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